
Title: Aderik Volten: Immortal

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Once again, as he said,
the ancient mage Aderik
Volten visited the Chapel
of the Holy Disciples of
Darkness this eve with
the next part of his
mission. In his hands he
held the powerful sword
that cost many lives and
time to retrieve from a
balron in the pits of
Hythloth. Gathered to
fulfill his mission were
Mara Jade of H^D, Rune
Artisem, Merrick, and
Shardak Mardas of OES,
Merlin of CIN, Dryzzid of
EpB, and Kryste of Cam.

The first thing the old
man did was hand the
sword over to Navrip.
Navrip took the blade as
Aderik explained that he
had spent the night
treating it to ensure
that the magical fields
emitted by travel through
recalls and gating would
no longer mar it's
effectiveness as a
component.

Next he spoke to the
assembled in a shaky
voice. "The next thing
that my spell requires is
that the sword be used
to slay an alien
creature."

The request was very
vague and Aderik was
questioned further. Either
the old man did not want
to say more, or he did
not know what exactly an
"alien creature"

constituted, as he did not divulge that information. The mage then departed, coughing and complaining about the cold weather on Ice Island.

The party then tried to figure out what it was exactly that they needed to kill. After long deliberation, it was decided that the group should investigate the newly discovered Castle of Minax in the Second Age lands. Upon arrival in the lands, the group attempted to gate there, but found it blocked by some sort of magical force. They traveled overland, encountering several parties of lizardmen, as well as a silver serpent or two, but these proved no problem to such an able group.

When they arrived, however, the castle was deserted. The group decided that perhaps that was for the best. After all, Minax was a powerful sorceress and she was not to be taken lightly. Again, the group discussed where to look. Finally, it was narrowed down to four choices.

The Hedge Maze was known to be home to daemons, which naturally are foreign to this land, instead coming from some black pit. The second idea was to check the Crypts outside of Yew, as that place was home to several species of undead. The third was that the man spoke of a black lich, who's connection with the powers of Oblivion was so great,

that despite it's once human form, it was for all intents and purposes an unnatural being. The fourth idea was that the alien creature was in fact some form of elemental, who reside as spirits on other planes, only taking form when nature is threatened on Sosaria.

The group hopped back to the old lands, where the party decided to investigate the Hedge Maze. Several daemons were spotted inside the tower and a fight was instigated against them. However, more came as the number of people increased and the sword was doing little to fight against them. Thus, everyone retreated and decided that this probably wasn't the right place. A deamon didn't seem quite special enough, especially after slaying a balron.

They sent search parties to investigate the Crypts and the Covetous throne room, where once the great lich Argothias rose from the depths to reclaim his kingdom. However, all was as it normally was in these two places and nothing odd presented itself.

It was then that some one had the idea that perhaps the alien creature was a wisp. After all, there is nothing natural about those, which float around, seemingly uncaring of the life around them, as it doesn't seem to interact, other than when threatened.

The party headed to the

Trinsic Swamps, where wisps were known to occasionally appear. Hordes of lizardmen, ratmen, and other swamp creatures made their presence known, taking long periods of time to clear out, so that the wisp might be slain simply.

Finally, the party approached it, ready to slay it. Rune Artisem provoked it when he spoke a mantra of offensive spells against it. The wisp went into a flurry of spell casting, chasing down and slaying the offender. Navrip finally confronted it, drawing the balron's sword and charging forward to attack. Everyone else stood back, watching as the wisp's flamestrikes barely fazed Navrip. The sword seemed to draw the power right out of the wisp. Still, the mighty creature dealt heavy damage to Navrip, and the onlookers would occasionally send a healing spell his way, so that he might continue the fight. Finally, the wisp began to flee, as it knew it's time was short for this world. Navrip pursued, and with the help of a few well placed paralyze spells, brought the wisp low.

The party then regrouped and made their way back to Caina. After waiting several minutes, Aderik reappeared and came towards the house. Inside, he asked to see the sword. He examined it and his eyes glittered with glee.

"Yes, this is excellent!" he proclaimed with an

energy that belied his frail frame.

It was explained what had been killed and the old one seemed pleased with it. He nodded and turned to leave once again with the blade. He stopped himself, however, and spoke to the group.

“There is much work I need to do now that I have this. I shall return on Tuesday, at 10:00 PM, Eastern Caina time. Then I shall tell you what I require next.”

The old one then simply walked out of the house clutching the hilt of the sword in his hand.

- Navrip Freemech